

# RISING THUNDER



**MISSION PROFILE  
NOVEMBER 2011  
TROOP 175**

**TOP SECRET**

# **Rolling Thunder**

## **Mission profile**

Welcome to Rolling Thunder. This will be the most difficult Mission Profile you have ever encountered.

You will build, create, solve, get wet, get lost, hide, orienteer, improvise, walk and run many miles, trade, cook, search ,decode and finally solve a very complex puzzle that has been developed especially for this terrain and group. The entire time you will be competing with many other teams and your ability to gather clues will depend on your expertise in winning and/or trading things you have to trade. Wet suits, radio systems, Ghillie suits, headlamps with red light settings , camouflage, face paint are all encouraged. Math majors , code crackers and engineers will be in demand. Big guys with strength and little guys with guts will be heroes. Stealth movement critical. This may be one of the most challenging days of your life.

This Manual will explain the Mission. Your teams have been assigned and you may not change them. How you organize and manage your team is up to you

You will have 10 events (Revolutions) to complete and then the Final Battle. The Mission will begin tomorrow at 6 AM when you must rise and get your team ready and you will be given a cold breakfast with hot chocolate. Eat and drink hearty for you will need the energy.

### **THE START**

At 7 AM the First Revolution will begin which will consist of a Orienteering Course. After you complete that event you will go on to the next event without stopping. Each event is described in the manual. Each event may be started at any time but the opportunity to be judged will only occur after the opening time of each event. You may not start preparing for any event prior to 7 AM other than decoding coded events in this book. You may not leave the Base Camp area until 7 AM tomorrow morning.

## HOW TO SCORE

The Team that completes each Revolution first will receive Colored Eggs, colored for that event only. The number of eggs for each event and place is described under each event.

## MYSTERY PERSON

The First Three finishers in each event will also receive a clue to the identity of the secret Person. You must solve the riddle of this identity in order to win the Mission. The Clues each team receives may or may not be the same.

## HOW TO WIN

To win the entire Mission, you must present 1 egg of each color of the 10 colors that represent the colors of each event. In revolution 8, you can also win Golden Eggs that are “wildcard” eggs and can only be used instead of any other color eggs. You must also present 1 White Egg, which you can win in the Final Battle according to the rules described under Final Battle. Upon presentation of the 11 eggs, one of each color and the identity of the Mystery Person you will win.

If you have the Mystery person wrong you will have to wait 15 minutes before you can offer another answer.

All eggs must be presented in whole form. If an egg breaks, it's gone...you may not break other teams eggs.

## STRATEGY CONSIDERATIONS

You may work on all the Revolutions at the same time but you may only be judged when Judging has opened. If it looks like you are far behind on one event and will not receive an Egg at the end you may want to abandon that event and move on the next. If you win an event you will receive more eggs than you will need of that color in order to win the game at the end. You may trade any or all your eggs with other teams at any time.

Revolutions that you don't win any eggs will require you to trade surplus eggs you have from other Revolutions to be able to have at least one of each color. You may also trade information for eggs, you may trade food that has been given to your team, and you may also trade items that you build in other Revolutions. You may Trade anything that is part of the game. You may not trade people, money, future things, activities or services from after the game is over, or any equipment you might own or have with you. If its not provided by the game you may not trade it.

Some of the revolutions require activity for a short period of time and no preparation. These activities you will not be able to do until that events' opening time.

You may work on different activities at different times but you may never go anywhere in less than two people. You have two possible sub teams for each team of four. You may team with other Teams but only one team will be awarded the eggs for the place they finish. You will need to think about how you organize your team, how your team is likely to do in each Revolution, what your surplus of eggs and information is to trade, the value of each Revolution as they have different rewards and all of these calculations as they are relative to how you think other teams are doing. As each team finishes an event we will post who came in what place at Base Camp. Your ability to win will be based on how well you do on each Revolution, how well you trade information, and how quickly you get answers to riddles. . If you win one Revolution you may want to target a very weak team to help them come in second in order to deprive a stronger team from getting those eggs. Knowing how other teams are doing is just as important as anything else you do. The strategy you start with will change rapidly as different teams gather eggs. How successfully you trade will be just as important as how you finish in each revolution.

# Revolution 1

## Orienteering

OPEN – 7am

This Revolution will start at 7 AM. There are six locations that you must get to based on the Map in your manual. Some are identified as the actual names. Some are the answers to riddles. You must go to the site and use your compass to locate the Red Tape that has a one - word clue on it. You may go to the sites in any order and the clues are in no particular order. You must take the six words and put them in the right order. They make a famous saying or Phrase. As soon as you have the phrase you must give it to the Scoutmaster to stop your time.

1 <sup>st</sup> Place	-	4 Red Eggs	1 Clue
2 <sup>nd</sup> Place	-	3 Red Eggs	1 Clue
3 <sup>rd</sup> Place	-	2 Red Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Red Egg	
5 <sup>th</sup> Place	-	1 Red Egg	
6 <sup>th</sup> Place	-	1 Red egg	
7-10 <sup>th</sup> Place	-	No Eggs	

## Orienteering Course

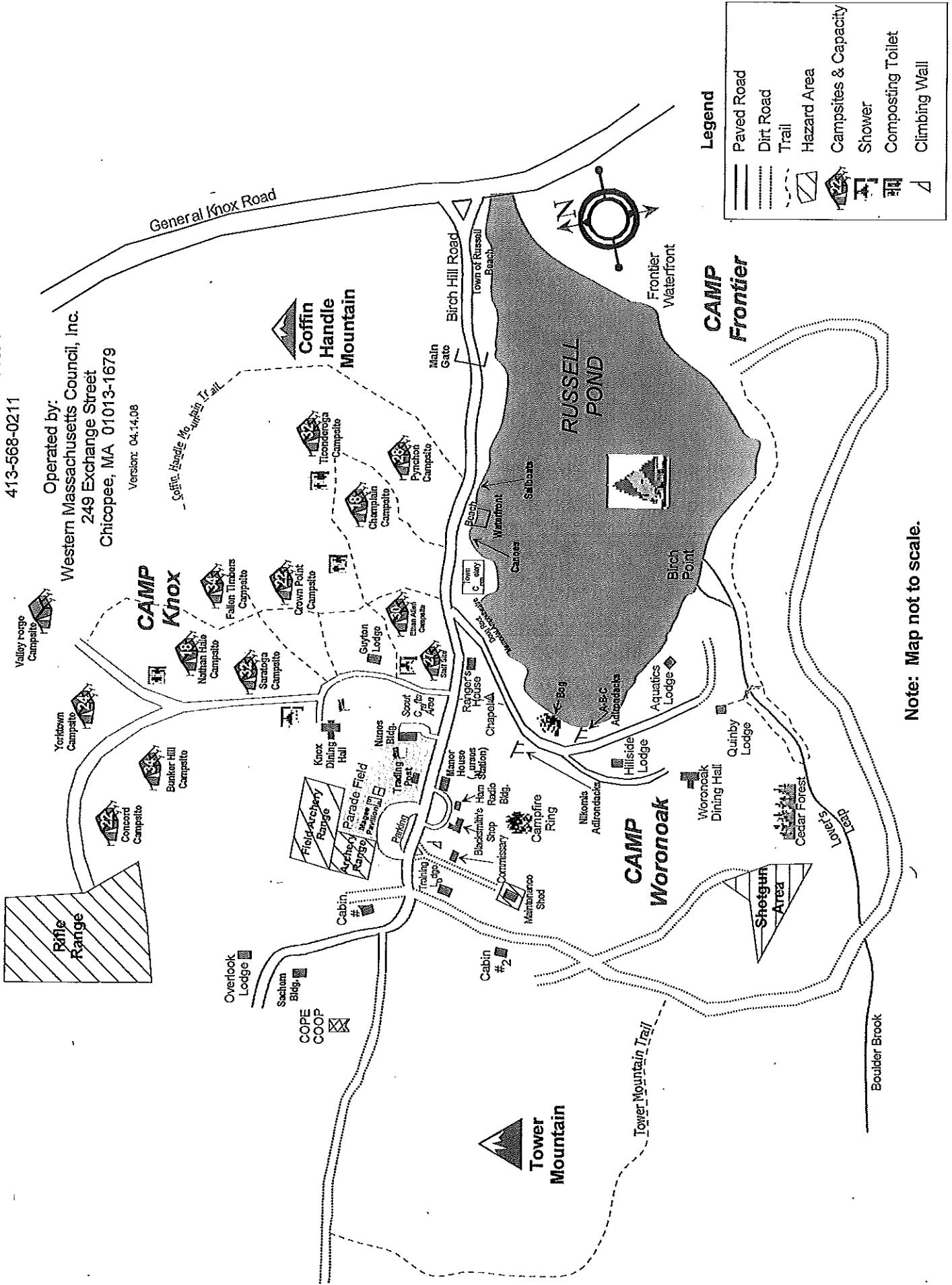
1. "I have but one Life to give for my Country "  
At Sign to Campsite go 10 degrees to building with Green Doors. One is open.  
Find clue in that room.
2. Go West on Main Rd (Not road you are camped on – the other main rd) to  
Drinking Water sign- Past Training Lodge. Go 340 degrees up rd to Building on  
Right.  
Clue on Green Box.
3. From Trading Post Sign go 350 degrees to Pavilion.  
Clue under a table.
4. Manor House has a Large Oak behind it. Go 30 degrees and look for clue.
5. At the Outhouse for Cabin 2 go 130 degrees and look for Clue.
6. Go to the side door of the Quimby House and go 250 degrees and look for  
clue.

Put the words in the right order and finish. Wrong answer you must wait 15  
minutes to guess again.

310 Birch Hill Road  
Russell, Massachusetts 01071  
413-568-0211

Operated by:  
Western Massachusetts Council, Inc.  
249 Exchange Street  
Chicopee, MA 01013-1679

Version: 04.14.08



Note: Map not to scale.

## Revolution 2

### Water to Go

OPEN – 8am

You must select a Trash Can and fill it with lake or stream water. Do not use potable water. You must fill it to the top of the Duct Tape on the inside and it must cover the Duct Tape. You must then devise a structure to carry that water to the Canoe landing on the North side of the Lake. You may not touch the Trash Can with any part of your body once you start the carry. You must arrive at the Canoe landing with the water level covering the duck tape still. If at any time the water falls below the duct tape you must return to the start and refill the can. You may not take any water container (Canteens, water bottle or Camelbacks) with you during this task. You may not fill the can anywhere along the way. You must get the OK from the adult at the Canoe station that you have succeeded and then you must dump the water and carry one of your team members back in the trash can, also without touching any part of the can except for the Scout that is in the can. Scouts in the can must stand in the can and may hold on to the anything.

1 <sup>st</sup> Place	-	4 Black Eggs	1 Clue
2 <sup>nd</sup> Place	-	3 Black Eggs	1 Clue
3 <sup>rd</sup> Place	-	2 Black Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Black Egg	
5 <sup>th</sup> Place	-	1 Black Egg	
6-10 <sup>th</sup> Place	-	No Eggs	

## Revolution 3

### Break Out

OPEN – 9am

You must build a cage at least 3 feet by 3 feet by 3 feet or bigger. It must have a door. You will need to build it sturdy. When completed you will pick a member of another team to put in it, secure the door and they will have 30 seconds to break out. Selected scout must enter cage. If he doesn't, the team forfeits the event. If they don't you win. If the scouts breaks out, their team wins. The first team to build a cage and hold their prisoner gets first Place. If the Prisoner breaks out his team get First Place and the team with the cage can try and rebuild it and keep going. You may not pick a person to put in the cage from a team that has already finished.

You may cooperate and/ or sell your cage. Prisoners will not be allowed to be helped by any outsider and prisoners will be searched ahead of time so they do not have any tools. They may use only their hands, feet and their brains.

1 <sup>st</sup> Place	-	3 Yellow Eggs	1 Clue
2 <sup>nd</sup> Place	-	2 Yellow Eggs	1 Clue
3 <sup>rd</sup> Place	-	1 Yellow Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Yellow Egg	
5-10 <sup>th</sup> Place	-	No Eggs	

## Revolution 4

61   1   53 53   2   41  
OPEN – 10am

- 1<sup>st</sup> Place - 3 Blue Eggs 1 Clue
- 2<sup>nd</sup> Place - 2 Blue Eggs 1 Clue
- 3<sup>rd</sup> Place - 2 Blue Eggs 1 Clue
- 4<sup>th</sup> Place - 1 Blue Egg
- 5<sup>th</sup> Place - 1 Blue Egg
- 6<sup>th</sup> Place - 1 Blue egg
- 7<sup>th</sup> Place - 1 Blue egg

87 5 7 61

71 2 1 43

43 7 67 71

61 1 53 53 2 41

5 47

71 29 2

61 5 53 2

5 73 2 61

71 29 2

61 1 73 3 47 2

7 53

71 29 2

67 71 61 2 1 43

87 5 7

13 1 47

7 67 2

1 47 87

71 2 13 29 47 3 59 7 2

87 5 7

43 7 67 71

11 2

13 1 61 1 11 3 47 2 61 2 17

3 47 71 5

71 29 2

43 1 3 47

61 5 53 2

1 47 17

3 47 71 5

71 29 2

67 1 19 2 71 89

61 5 53 2

11 87

71 79 5

17 3 19 19 2 61 2 47 71

13 1 61 1 11 3 47 2 61 67

87 5 7      43 1 87      47 5 71

53 61 5 13 2 2 17      5 73 2 61

71 29 2      61 5 53 2      79 3 71 29 5 7 71

1 47      2 59 7 3 53 43 2 47 71

13 29 2 13 27      11 87      1 47

1 17 7 41 71      87 5 7      43 7 67 71

79 2 1 61      87 5 7 61      29 2 41 43 2 71

19 1 67 71 2 67 71      71 3 43 2      79 3 47 67

## Revolution 5

<b>Y</b>	<b>X</b>	<b>Y</b>	<b>V</b>		<b>O</b>	<b>B</b>	<b>P</b>	<b>Z</b>	<b>R</b>	<b>B</b>
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OPEN – 10am

- 1<sup>st</sup> Place - 4 Green Eggs 1 Clue
- 2<sup>nd</sup> Place - 3 Green Eggs 1 Clue
- 3<sup>rd</sup> Place - 2 Green Eggs 1 Clue
- 4<sup>th</sup> Place - 1 Green Egg
- 5<sup>th</sup> Place - 1 Green Egg
- 6<sup>th</sup> Place - 1 Green egg
- 7-10<sup>th</sup> Place - No Eggs

V	L	R

J	R	P	Q

D	B	Q

Q	E	B

C	F	S	B

D	X	I	I	L	K

T	X	Q	B	O	

G	R	D

X	Z	O	L	P	P

Q	E	B

O	X	S	F	K	B

R	M

Q	E	B

E	F	I	I

X	K	A

M	I	X	Z	B

F	Q

L	K

Q	E	B

Q	L	M

O	L	M	B	A

X	O	B	X

V	L	R

J	X	V

R	P	B

Q	E	B

O	L	M	B

Q	E	X	Q

F	P

F	K

M	I	X	Z	B	

Y	B	Q	T	B	B	K	

Q	E	B

Q	O	B	B	P

V	L	R

J	X	V

R	P	B

X	K	V

L	Q	E	B	O

O	L	M	B	P

L	O

M	R	I	I	B	V	P

V	L	R

T	X	K	Q

F	K

Q	E	B

Y	R	Z	H	B	Q

V	L	R

J	X	V

K	L	Q

Z	X	O	O	V

Q	E	B

T	X	Q	B	O

G	R	D

R	M

Q	E	B

J	L	R	K	Q	X	F	K

B	U	Z	B	M	Q

C	O	L	J

Q	E	B

Q	L	M

L	C

O	L	M	B

Q	L

C	F	K	F	P	E

X	O	B	X

V	L	R

J	X	V

P	B	K	A

L	K	I	V

L	K	B

J	B	J	Y	B	O

X	Z	O	L	P	P

Q	E	B

P	Q	O	B	X	J

# Revolution 6 Flint and Steel

OPEN – 11am

You must start a flint and steel fire using only things found in the natural surrounding. Magnesium is ok. You must build it to burn through a two-foot high rope. You must do this at Base Camp. Fastest Time Wins. Your tinder must be approved by ASM and must be gotten at Camp Moses. Location is Base Camp.

Judging opens at 11 AM

1 <sup>st</sup> Place	-	4 Red/White Eggs	1 Clue
2 <sup>nd</sup> Place	-	3 Red/White Eggs	1 Clue
3 <sup>rd</sup> Place	-	2 Red/White Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Red/White Egg	
5 <sup>th</sup> Place	-	1 Red/White Egg	
6 <sup>th</sup> Place	-	1 Red/White egg	
7-10 <sup>th</sup> Place	-	No Eggs	

Lunch will occur after your fire is going

# Revolution 7

## Suspense

OPEN – 2pm

Your team must build a platform that will hold 3 of you sitting down for 15 minutes, cross legged and it must be built on free standing legs at least 3 feet but no more than 4 feet off the ground. You may not use trees that are standing nor of course any live wood. You will need to stay on the platform for 15 minutes. No substitutions of Scouts once the clock starts. All parts of your legs must be inside the perimeter of the platform. You must raise the platform and then get on it. You may build the platform anywhere but it must be brought to Base Camp for the test. The clock will start when you are all on it. If at anytime someone touches the ground you will have to start the clock over. You must use only dead wood and binders twine.

1 <sup>st</sup> Place	-	3 Yellow/White Eggs	1 Clue
2 <sup>nd</sup> Place	-	2 Yellow/White Eggs	1 Clue
3 <sup>rd</sup> Place	-	1 Yellow/White Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Yellow/White Egg	
5-10 <sup>th</sup> Place	-	No Eggs	

# Revolution 8

## Immersion

OPEN – 3pm

Your team must build a pond area to submerge two of your team members below the water surface, at the same time for 10 seconds as measured by a judge. First team to succeed wins.

1 <sup>st</sup> Place	-	6 Blue/White Eggs	3 Gold Eggs	1 Clue
2 <sup>nd</sup> Place	-	5 Blue /White Eggs	2 Gold Eggs	1 Clue
3 <sup>rd</sup> Place	-	3 Blue /White Eggs	1 Gold Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Blue/White Egg		
5-10 <sup>th</sup> Place	-	No Eggs		

# Dinner

OPEN – 4-6:30pm

Pick up your dinner at Base Camp. You will get a pot, a chicken, potatoes and a vegetable.

You must establish your own camp within 500 yards of Base Camp, cook your meal and be prepared to defend this camp during the **FINAL BATTLE**.

The best 3 dinners delivered to the base camp by 6:30pm get Gold Eggs

You must deliver on paper plate provided.

- 1<sup>st</sup> Place - 3 Gold Eggs
- 2<sup>nd</sup> Place - 2 Gold Eggs
- 3<sup>rd</sup> Place - 1 Gold Egg

# Revolution 9

## Toxic Waste

OPEN – NOW

The problem below is quite tricky. You can solve it in 8 moves, a move being a pouring of one container into another. It will not be solved quickly but the prize for being first, second or third is control of the game for only the first three places will have the colored eggs and others will be forced to trade with you unless they have a golden egg. You may work on the starting now.

The group has an 8 liter container full of toxic waste and two empty containers, one 3 liters and the other one 5 liters. They must split the eight liters into two of the containers, each with exactly four liters in them. describe what you are doing under "Description", such as "pour 8 liter into 5 liter & 3 liter"

Moves	Description	8 Liter Container	5 Liter Container	3 Liter Container
1				
2				
3				
4				
5				
6				
7				
8				

- 1<sup>st</sup> Place - 5 Black/White Eggs 1 Clue
- 2<sup>nd</sup> Place - 3 Black /White Eggs 1 Clue
- 3<sup>rd</sup> Place - 2 Black /White Eggs 1 Clue
- 4-10<sup>th</sup> Place - No Eggs

# Revolution 10

## Night Dash

Start at – 7pm

At 7 Pm you will be given a destination on the Camp Map to run to and back. There will be an adult there whom you must “High Five” before you return. No less than two team members must make the dash. First team back, wins.

1 <sup>st</sup> Place	-	4 Green/White Eggs	1 Clue
2 <sup>nd</sup> Place	-	3 Green/White Eggs	1 Clue
3 <sup>rd</sup> Place	-	2 Green/White Eggs	1 Clue
4 <sup>th</sup> Place	-	1 Green/White Egg	
5 <sup>th</sup> Place	-	1 Green/White Egg	
6-10 <sup>th</sup> Place	-	No Eggs	

## The Final Battle

Start at – 8-9pm

The Final Battle will start at between 8-9 PM. Your teams must place a Blue Glow Stick at your HQ and it must be visible in all directions for 50 Feet. An adult will come with you to verify its placement. You must wear a glow stick under your armband and it must be visible at all times. the “Scalps” will all be white but with your Team Number on it. When you scalp someone turn in that Scalp to Base Camp and as soon as you do it will be tallied for your team. If someone turns in one of your scalps then that will be subtracted from your total. When you Reach a net ten scalps and also secure a Blue Glow Stick that is not your own and bring your own Blue Glow Stick, which you may only take when you have another Blue Glow Stick AND all your SCALPS. you will get a White Egg and at that time you will be eligible to solve the Game assuming you have one of every other color and have also solved the Famous person riddle. You must have one of each color egg or a Golden egg in place of one color. Golden Eggs are “any” color and if you possess one it will substitute for any color you might not have EXCEPT White eggs. You must secure a white egg or you cannot win. You may trade for the white egg like any other. Upon presentation of all ten colored eggs (Or Golden in place of any color), a white egg, and the identity of the famous person you will win the game and a \$100 gift certificate for dinner at the Iron Frog and the scoutmaster.